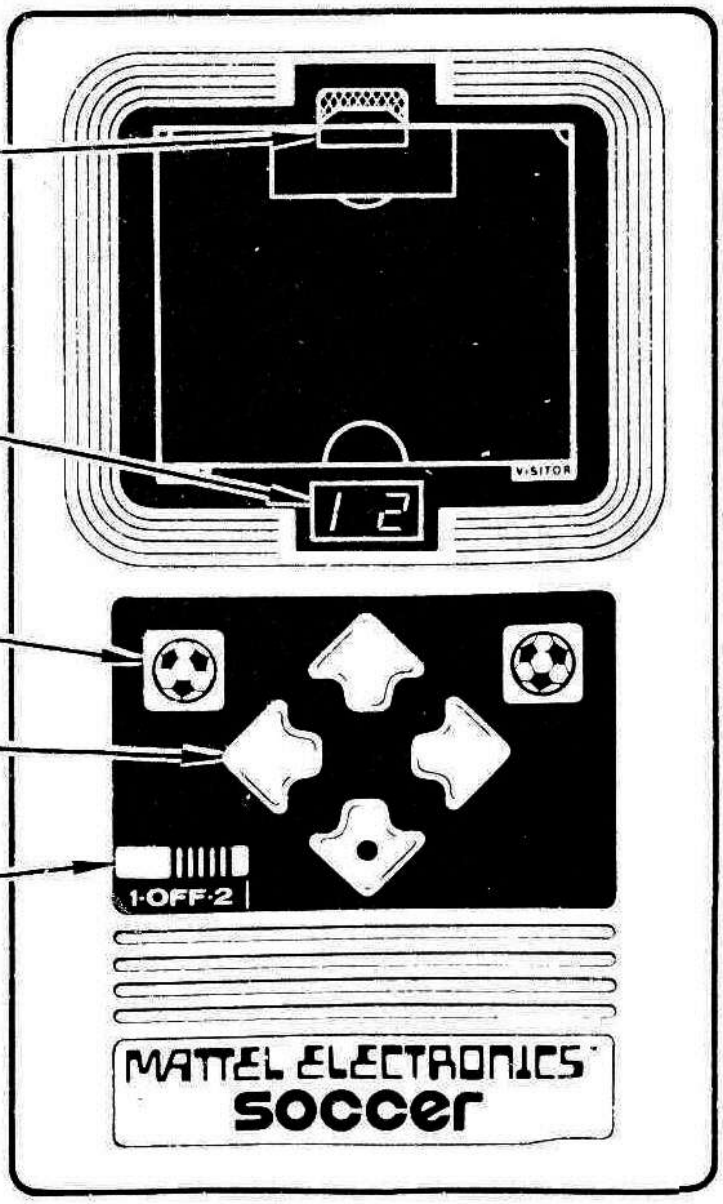
MATTEL ELECTRONICS™
SOCCER INSTRUCTIONS



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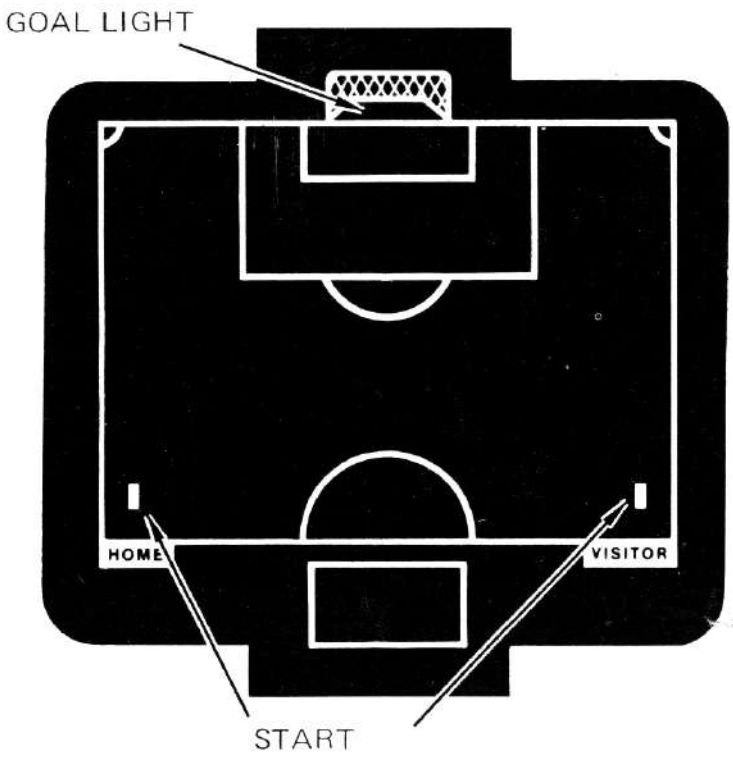
THE STARTING LINE-UP

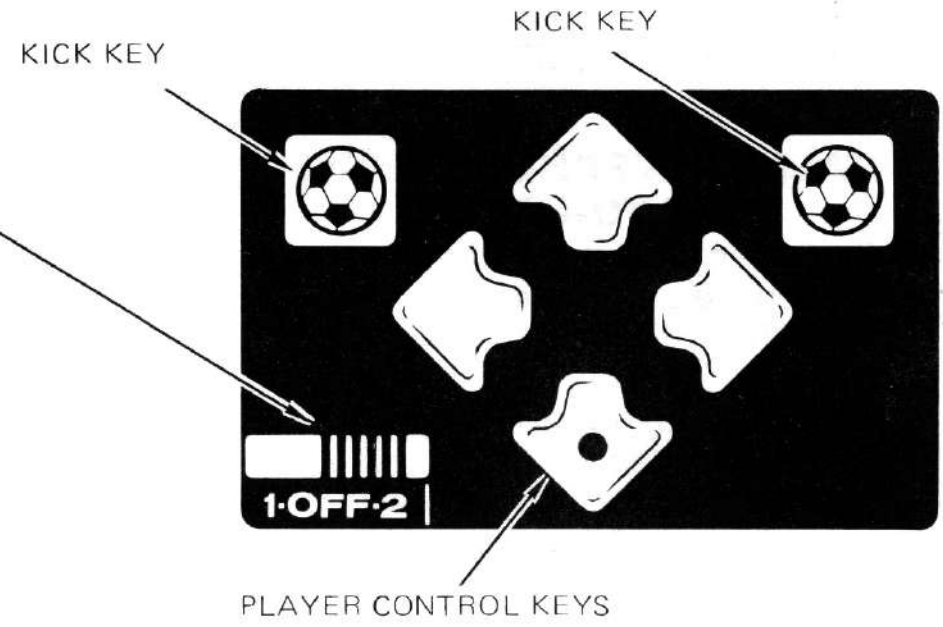
One or two players (Offense) compete against the computer (Defense).
Offense: bright light. Defense: 5 dim lights.
Goalkeeper: blinking light.
The Offense tries to kick on the goal. The Defense blocks the kick.

PLAYER **#1**—VISITOR TEAM—Starts 1st Half.
PLAYER **#2**—HOME TEAM starts 2nd Half.
Visitors start from the right rear corner (Visitor).
The Home Team starts from the left (Home). (See diagram)



CONTROL KEYS

OFF—No power
1. ON—Normal Speed
2. ON—Fast Speed



ARROWS

Offensive man moves in the direction the ARROWS point. If a position you want is occupied or if you attempt to move out of bounds, the computer cancels your move.

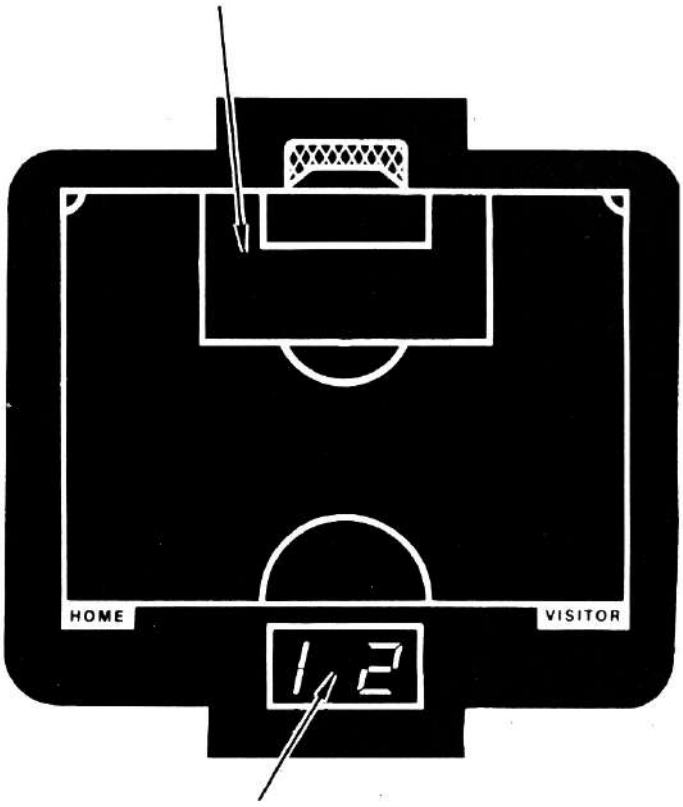
KICK KEY

Kicks the ball toward the goal. Use either KICK key.

GAME TIME

There are two 45 minute halves per game, each half being 4 to 5 actual minutes. When game is switched on, clock shows the number 45. This number will move down to 00 and a double whistle will sound, signalling the end of the 1st Half. When play is resumed, clock resets to 45. At end of game a triple whistle sounds. Clock will not reset.

PENALTY ZONE



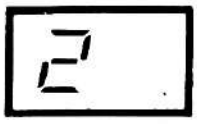
SCORE INDICATOR & CLOCK

SCORING TIME

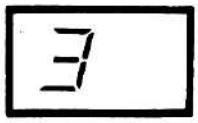
Each player has 10 game minutes or 1 minute in real time, to attempt a goal. 1 point for each goal. If the player attempting a goal regains the ball, the 10 minute period is renewed. If the player with the ball does not score or loses the ball, it goes to opponent.

READING THE SCORE

After a goal, or whenever ball changes hands, the scores flash.



First, the Visitor's score.



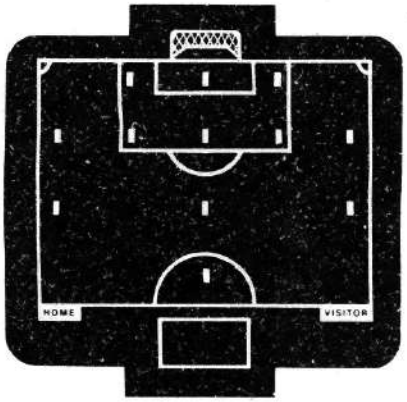
Then, the Home score.

Followed by the number of minutes left to play in the Half.

To repeat this information, press the ARROW with the dot on it.

HOW TO PLAY

1. Slide the switch to 1 or 2.
IMPORTANT: Don't switch between 1 and 2 after starting or game will end.
2. Press any ARROW key to move offensive man away from corner.
   —The clock begins.
   —The defense moves into position.
3. Maneuver your man with the ARROWS until you find a clear path to goal. See diagram below for KICK POSITIONS. Press either KICK key. The ball, represented by a bright light, will separate from the Offensive man who remains in position as a blinking light.
4. If ball is deflected, manuever your man to recover it.
5. Ball is forfeited if:
   It passes out of bounds.
   It is blocked by Defense.
   It is kicked from a position not on Diagram (Page 5).
   Goalie contacts the kicker. (Goalie can attack whenever Offense moves into Penalty Zone→Page 3).
   Ball may be regained if intercepted or it bounces back to Offense.
6. A short tune and a light in the goal indicate a Score: 1 point. Ball then goes to opponent's corner.
7. At end of 1st Half, game will reset for 2nd Half. Home teams gets the ball first.
8. The game is over after 2nd Half. Triple whistle sounds, Scores flash and control keys stop.
9. To start new game, slide switch to OFF then back to either 1 or 2.



KICK POSITIONS

IF YOUR KICK DOESN'T SCORE

1. You weren't lined up properly. Check diagram for the correct kicking positions. (Page 5)
2. Ball was deflected. Recover and maneuver for another kick.
3. If not recovered, ball is forfeited. Whistle will sound and the score will flash.

THE SOUNDS

Ticking sound—	a play is in progress.
Single whistle—	forfeit ball.
Tune—	goal scored.
Short beep—	ball rebounding from the defense.
Double whistle—	end of half.
Triple whistle—	end of game.

CARE OF YOUR GAME

- Don't drop it.
- Don't expose it to heat, moisture or dirt.

BATTERY ATTACHMENT

1. Press down on center. Slide cover out.
2. Attach one 9 Volt battery to connector.